What is claimed is:

1.   A wagering game method which comprises forming of a game set of $N>1$ information elements by means of generation of a set of N non-repeating information codes in a computer memory, propagation, among the players through communication lines, of signals carrying information about the game set elements, selection by every player of one of the game set elements as a wager, forwarding, through feedback communication lines, of signals which identify the players and carry information about the wagers, identification and registration of signals received through feedback lines, forming of a wager payment data, a wager drawing within playing rounds, characterized in that the signals carrying wager information are registered as a sequence of signals in the order of signal arrival through feedback lines, said sequence is kept hidden from the players until the playing round is completed, and the wager drawing is carried out by means of an iterative-analytical process of forming a quantitative wager distribution among the game set elements, said process is kept hidden from the players until the playing round is completed, and within every iteration of the said process a regular signal of a registered signal sequence is correlated with the information code of the game set element selected as a wager by the player, the number of signals correlated with the information code of the game set element within the current playing round is determined, observation of conditions of a wager drawing end is checked, and a wager drawing is completed as soon as the said conditions are observed, and in the presence of registered wager information carrying signals not processed by the iterative-analytical wager drawing process before the completion of the current playing round the said signals are processed by the iterative-analytical wager drawing process within one of the next rounds.

2.   A method of claim 1, characterized in that within every iteration of a wager drawing process, information codes are revealed with which no signal has been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the processing of a signal containing information about a wager on the only game set element with whose information code no signal has been correlated by the iterative-analytical process within the current playing round before the processing of this signal.

3.   A method of claim 1, characterized in that within every iteration of a wager drawing process, starting with the N iteration, information codes are revealed with which no signal has been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the processing of a signal containing information about a wager on the only game set

element with whose information code no signal has been correlated by the iterative-analytical process within the current playing round before the processing of this signal.

4.   A method of claim 1, characterized in that within every iteration of a wager drawing process, information codes are revealed with which only one signal has been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the presence of only one said information code and in the absence of information codes with which no signal has been correlated by the iterative-analytical process within the current playing round before the processing of this signal.

5.   A method of claim 1, characterized in that within every iteration of a wager drawing process, starting with the (2N-1) iteration, information codes are revealed with which only one signal has been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the presence of only one said information code and in the absence of information codes with which no signal has been correlated by the iterative-analytical process within the current playing round before the processing of this signal.

6.   A method of claim 1, characterized in that with a game set formed by $N>2$ information elements, within every iteration of a wager drawing process, information codes are revealed with which the minimum and maximum number of signals have been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the presence of only one information code with which the minimum number of signals has been correlated within the current playing round, of only one information code with which the maximum number of signals has been correlated within the current playing round, and in the absence of information codes with which no signal has been correlated within the current playing round.

7.   A method of claim 1, characterized in that with a game set formed by $N>2$ information elements, within every iteration of a wager drawing process, starting with the 2N iteration, information codes are revealed with which the minimum and the maximum number of signals have been correlated within the current playing round, and the iterative-analytical wager drawing process is completed in the presence of only one information code with which the minimum number of signals has been correlated within the current playing round, of only one information code with which the maximum number of signals has been correlated within the current playing round, and in the absence of information codes with which no signal has been correlated within the current playing round.

8.   A wagering game method which comprises forming of a game set of $N>1$ non-repeating information elements, propagation among the players of playing coupons carrying information about the contents of the game set information elements, entering of identification data onto the said coupons, marking of one of the game set information elements by every player as a

wager selected, return of the coupons with the wager marks on them to effect wager drawing, registration of the returned coupons with marked wagers and wager drawings within playing rounds, characterized in that the coupons with the wager marks on them are registered as a sequence of coupons in the order of their return arrival, said sequence is kept hidden from the players until the playing round is completed, and the wager drawing is carried out by means of an iterative-analytical process of forming a quantitative wager distribution among the game set elements, said process is kept hidden from the players until the playing round is completed, and within every iteration of the said process a regular coupon of a registered coupon sequence is correlated with the game set information element selected as a wager by the player, the number of coupons correlated with each information element of the game set within the current playing round is determined, observation of conditions of a wager drawing end is checked, and the wager drawing is completed as soon as the said conditions are observed, and in the presence of registered coupons carrying wager marks which are not processed by the iterative-analytical wager drawing process before the completion of the current playing round, these coupons are processed by the iterative-analytical wager drawing process within one of the next rounds.

9. A method of claim 8, characterized in that within every iteration of a wager drawing process, the game set elements are revealed with which no coupon has been correlated within the current playing round, and the wager drawing is completed with an iterative-analytical processing of a coupon containing a wager mark corresponding to the only game set element with which no coupon has been correlated within the current playing round before the processing of this coupon.

10. A method of claim 8, characterized in that within every iteration of a wager drawing process, starting with the N iteration, the game set elements are revealed with which no coupon has been correlated within the current playing round, and the wager drawing is completed with an iterative-analytical processing of a coupon containing a wager mark corresponding to the only game set element with which no coupon has been correlated within the current playing round before the processing of this coupon.

11. A method of claim 8, characterized in that within every iteration of a wager drawing process, the game set elements are revealed with which only one coupon has been correlated within the current playing round, and the wager drawing is completed in the presence of only one such element and in the absence of in the game set of elements with which no coupon has been correlated within the current playing round.

12. A method of claim 8, characterized in that within every iteration of a wager drawing process, starting with the (2N-1) iteration, the game set elements are revealed with which only one coupon has been correlated within the current playing round, and the wager drawing is completed in

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the presence of only one said element and in the absence in the game set of elements with which no coupon has been correlated within the current playing round.

13. A method of claim 8, characterized in that with a game set formed by N>2 information elements, within every iteration of a wager drawing process the game set elements are revealed with which the minimum and the maximum number of coupons have been correlated within the current playing round, and the wager drawing process is completed in the presence of only one element with which the minimum number of coupons has been correlated within the current playing round, of only one element with which the maximum number of coupons has been correlated within the current playing round, and in the absence of game set elements with which no coupon has been correlated within the current playing round.

14. A method of claim 8, characterized in that with a game set formed by N>2 information elements, within every iteration of a wager drawing process, starting with the 2N iteration, the game set elements are revealed with which the minimum and the maximum number of coupons have been correlated within the current playing round, and the wager drawing process is completed in the presence of only one element with which the minimum number of coupons has been correlated within the current playing round, of only one element with which the maximum number of coupons has been correlated within the current playing round, and in the absence in the game set of elements with which no coupon has been correlated within the current playing round.

15. A method of claims 1-14, characterized in that, on request of a player, he or she is provided with accumulated information about current quantitative wager distribution among the game set elements relating to an unfinished playing round, and the said information is presented to the player in exchange for a wager which is placed without his or her participation and processed by a wager drawing process out of turn.

16. A method of claims 1-14, characterized in that, on request of a player, before the completion of a playing round, signals or coupons containing a wager information which were received from the said player are withdrawn from a wager drawing process in the order opposite to that of their registration.

17. A wagering game apparatus to carry out a method as claimed in claim 1, comprising a game set forming unit (1) connected via data dissemination unit (2) to one of inputs of a processor (3) connected with its information output to a recognition and identification unit (4), a wager payment unit (5), a wager registration unit (6), a controller (7), a playing-logic unit (8), and a recording unit (9) which are connected in series, a playing-round counter (10) connected to the second input of the wager registration unit (6) and to the second output of the controller (7) connected with its second input to the output of the game set forming unit (1), a long-term memory unit (14) interconnected with the recognition and identification unit (4) and the wager payment unit (5), a timer (17) connected to

the controller (7), the recognition and identification unit (4), the wager payment unit (5), and the recording unit (9), characterized in that it further comprises a wager distribution processor (11) interconnected with the controller (7), a wager registration confirmation unit (12) connected to the input of the processor (3) and the second output of the wager registration unit (6), a payment registration unit (15) and an outcome review unit (16) which are interconnected with the long-term memory unit (14) and the processor (3) and also connected to corresponding outputs of the recognition and identification unit (4), the outputs of the recording unit (9) and the wager registration confirmation unit (12) being connected to corresponding inputs of the long-term memory unit (14).

18. An apparatus of claim 17, characterized in that it comprises a wager generator (13) interconnected with the recognition and identification unit (4) and also connected to the output of the game set forming unit (1).

19. An apparatus of claims 17-18, characterized in that it comprises a wager drawing display unit (18) coupled between the controller (7) and the input/output processor (3).

20. An apparatus of claims 17-18, characterized in that it comprises a wager returning unit (19) interconnected with the controller (7) and the long-term memory unit (14) and also connected to an output of the recognition and identification unit (4) and an input of the input/output processor (3).

21. An apparatus of claims 17-20, characterized in that the wager distribution processor (11) comprises a decoder (20) connected with its outputs to driving inputs of flip-flops (21) which are connected with their outputs to inputs of a "logical AND" gate (22) connected with its output to reset inputs of the flip-flops (21).

22. An apparatus of claims 17-20, characterized in that the wager distribution processor (11) comprises a decoder (20) connected with its outputs to inputs of counters (23) whose outputs are connected, via comparison units (24), to inverse inputs of a "logical AND" gate (25) connected with its output to reset inputs of the counters (23).

23. An apparatus of claims 17-20, characterized in that the wager distribution processor (11) comprises a decoder (20), each of N 1-bit outputs of the said decoder being coupled to a stage of a counter (23) and of a null-comparison unit (24) and a 1-comparison unit (27) which are connected in parallel to the said counter (23), a "logical AND" gate (25) with N inverse inputs each coupled to the output of the corresponding null-comparison unit (24), an "exclusive OR" gate (28) with N inputs each coupled to the output of the corresponding 1-comparison unit (27), a "logical AND" gate (29) with two inputs connected to outputs of the gates (25) and (28), and an encoder (30) with N inputs each coupled to the output of the corresponding 1-comparison unit (27), the said gate (29) being connected with its output to reset inputs of the counters (23) and to a control input of the encoder (30).

24.　　　An apparatus of claims 17-20, characterized in that the wager distribution processor (11) comprises a decoder (20), each of N 1-bit outputs of the said decoder being coupled to a stage of a counter (23) and of a null-comparison unit (24), a minimum-comparison unit (31), and a maximum-comparison unit (32) which are connected in parallel to the said counter (23), a "logical AND" gate (25) with N inverse inputs each coupled to the output of the corresponding null-comparison unit (24), a first "exclusive OR" gate (28-1) with N inputs each coupled to the output of the corresponding minimum-comparison unit (31), a first "logical AND" gate (29-1) with two inputs connected to outputs of the gates (25) and (28-1), a second "exclusive OR" gate (28-2) with N inputs each coupled to the output of the corresponding maximum-comparison unit (32), a second "logical AND" gate (29-2) with two inputs connected to outputs of the gates (29-1) and (28-2), a first encoder (30-1) with N inputs each coupled to the output of the corresponding minimum-comparison unit (31), a second encoder (30-2) with N inputs each coupled to the output of the corresponding maximum-comparison unit (32), a minimum-counter (33) coupled to the output of the gate (29-1), the said minimum-counter (33) being connected with its output to the input of each of minimum-comparison units (31), and a maximum-counter (34) coupled to the output of the gate (28-2), the said maximum-counter (34) being connected with its output to the input of each of maximum-comparison units (32), the said gate (29-2) being connected with its output to reset inputs of the counters (23), (33), (34), the said gate (29-1) being connected with its output to a control input of the first encoder (30-1), the said gate (28-2) being connected with its output to a control input of the second encoder (30-2).

25.　　　An apparatus of claims 17-24, characterized in that the input/output processor (3) includes a telephone exchange for at least N telephone numbers with an automatic speaker's telephone number determinant and a controlled voice generator.

26.　　　An apparatus of claims 17-24, characterized in that the input/output processor (3) includes a computer network server and a unit for contacting clients of the said network.